

a connection receiving over the network signals representative of a user voice input and transmitting over the network signals representative of a meaningful response;

a server agent for determining the meaningful response to the user voice input and for selecting a plurality of subsequent responses related to the meaningful response; and

a buffer agent initiating a transfer of video signals corresponding to the subsequent responses to the client node,

wherein said signals representative of the meaningful response comprise an audiovisual representation of a human being speaking the meaningful response.

10. (Amended) A server coupled to a computer network including a client node for providing an interactive simulated dialogue, comprising:

means for receiving over the network signals representative of a user voice input;

means for determining a meaningful response to the user voice input;

means for transmitting over the network signals representative of the meaningful response;

means for selecting a plurality of subsequent responses related to the transmitted meaningful response; and

means for initiating a transfer of video signals corresponding to the subsequent responses to the client node in the background,

wherein said signals representative of the meaningful response comprise an audiovisual representation of a human being speaking the meaningful response.

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12. (Amended) A computer-readable medium having stored thereon a computer program for an interactive simulated dialogue, the computer program causing a computer to perform the steps of:

receiving from a client node signals representative of a user voice input;

determining a meaningful response to the user voice input;

transmitting to the client node signals representative of the meaningful response;

selecting a plurality of subsequent responses related to the transmitted meaningful response; and

initiating a transfer of video signals corresponding to the subsequent responses to the client node in the background,

wherein said signals representative of the meaningful response comprise an audiovisual representation of a human being speaking the meaningful response.

18. (Amended) A method of providing an interactive simulated dialogue over a computer network, including a client node and a server, the method performed by the server comprising:

receiving from the client node signals representative of a user voice input;

determining a meaningful response to the user voice input;

transmitting to the client node signals representative of the meaningful response;

selecting a plurality of subsequent responses related to the transmitted meaningful response; and

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